Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of the claims in the application:

Listing of Claims:

1. (Currently Amended) A computer-implemented method, comprising:

maintaining a global resource namespace including a list of a plurality of child and parent resource objects of an integrated circuit and a representation of the relationships among the child and parent resource objects; and

rebalancing the plurality of resource objects.

2. (Original) The method of claim 1, wherein rebalancing the plurality of resource objects includes recalculating available resources.

3. (Original) The method of claim 2, wherein rebalancing the plurality of resource objects includes determining whether the available resources are less than currently consumed resources.

4. (Original) The method of claim 3, wherein rebalancing the plurality of resource objects includes allocating a temporary namespace if the available resources are less than the currently consumed resources.

5. (Original) The method of claim 4, wherein rebalancing the plurality of resource objects includes for each child resource object determining whether the child resource object has an owner.

6. (Original) The method of claim 5, wherein rebalancing the plurality of resource objects includes performing an attachment routine for each child object that is found to have an owner.

7. (Original) The method of claim 6, wherein rebalancing the plurality of resource objects includes destroying the old global resource namespace.

8. (Original) The method of claim 7, wherein rebalancing the plurality of resource objects includes renaming the temporary namespace to become a new global resource namespace.

9. (Original) A machine-readable medium having stored thereon instructions which, when executed by a computer system, causes the computer system to perform a method comprising:

maintaining a global resource namespace including a list of a plurality child and parent resource objects and a representation of the relationships among the child and parent resource objects; and

rebalancing the plurality of resource objects.

10. (Original) The machine readable medium of claim 9, wherein rebalancing the plurality of resource objects includes recalculating available resources.

11. (Original) The machine readable medium of claim 10, wherein rebalancing the plurality of resource objects includes determining whether the available resources are less than currently consumed resources.

12. (Original) The machine readable medium of claim 11, wherein rebalancing the plurality of resource objects includes allocating a temporary namespace if the available resources are less than the currently consumed resources.

13. (Original) The machine readable medium of claim 12, wherein rebalancing the plurality of resource objects includes for each child resource object determining whether the child resource object has an owner.

14. (Original) The machine readable medium of claim 13, wherein rebalancing the plurality of resource objects includes performing an attachment routine for each child object that is found to have an owner.

15. (Original) The machine readable medium of claim 14, wherein rebalancing the plurality of resource objects includes destroying the global resource namespace.

16. (Original) The machine readable medium of claim 15, wherein rebalancing the plurality of resource objects includes renaming the temporary namespace to become a new global resource namespace.

17. (New) An apparatus comprising:

an integrated circuit including a plurality of shared resources; and

means for managing the plurality of shared resources.

18. (New) The apparatus of claim 17, further comprising means for managing a bandwidth of the plurality of shared resources in real-time.

19. (New) The apparatus of claim 17, wherein the integrated circuit comprises a graphics memory controller chipset.

20. (New) The apparatus of claim 19, further comprising a shared memory coupled to the graphics memory controller chipset.